MARTIAN GOTHIC UNIFICATION

SURVIVAL GUIDE

CONTENTS

Required Computer System Specifications 3
Installation 4
Uninstall 4
Running The Game 5
Quick Reference Guide 6
The Story So Far 7
Your Mission Begins Here 8
Options 8
Saving / Loading Your Progress 8
Inventory Screen 9
Vital Character Data 10
Vac Tubes 11
Computer System 11
Mission Intelligence 13
Troubleshooting 14
Technical Support 15
Credits 16

REQUIRED COMPUTER SYSTEM SPECIFICATIONS

Please find below the minimum and recommended system specifications for Martian Gothic: Unification:

System Requirements:	Minimum Specification:	Recommended Specification:
Operating System	WINDOWS 95/98	WINDOWS 95/98
Processor Speed	266 MHz (Pentium II or equivalent)	500 MHz
RAM	32Mb	64Mb
Graphics / Video Card	4Mb 100% DirectX compatible 3D Accelerator Card	16Mb 100% DirectX compatible 3D Accelerator Card
Sound Card	Any 100% DirectX Compatible	Any 100% DirectX compatible SoundBlaster Live, EAX
Hard Disk Space	450 Mb (Uncompressed)	700 Mb (Uncompressed)
CD-ROM Drive	x4	x4
DirectX	DirectX 7 (Supplied on game CD)	DirectX 7 (Supplied on game CD)

We will help you wherever we can to ensure you get the most from Martian Gothic: Unification but we are unable to provide any hardware support. If you have any questions regarding your computer then please contact your computer manufacturer's technical support department.

INSTALLATION

1. Martian Gothic: Unification should autorun (automatically start to work) when the game CD is inserted in your machine (and you have closed the CD-ROM drive's door). If it doesn't, open the Windows File Manager on your computer, find your CD-ROM drive and double-click on SETUP.EXE in the CD's file menu.

2. Having accepted the license agreement you will now be presented with the game's installation screen where you are asked to choose which language version of the game you wish to install. Select your desired language.

3. Select where on your machine you want the game to install to. The default destination is C:\PROGRAM FILES\TALONSOFT\MARTIAN GOTHIC. Choose to accept this or, if you wish, save elsewhere by typing in an alternative destination instead.

4. The game will now install and finish up by asking you if you would like to read any last minute notes that didn't make it into this manual (also on the CD in a file called README.TXT). You will also be informed that shortcuts to the game have been placed on your Desktop and in the TALONSOFT option of the PROGRAMS menu found in the START menu of Windows.

5. Now you will be asked if you wish to install DirectX. Choose YES unless you are confident that you have the appropriate version already installed, as DirectX is a prerequisite of the game running. If in doubt, run the program as you will only be asked if you wish to Reinstall DirectX if the same version is first found on your machine.

UNINSTALL

If, for whatever reason, you should wish to uninstall Martian Gothic: Unification proceed with the following:

1. Click on the START menu of your Windows Desktop, move to SETTINGS, move to CONTROL PANEL, select ADD/REMOVE PROGRAMS and then click on the MARTIAN GOTHIC entry in the list presented.

2. Click on the ADD/REMOVE button. You will be asked whether you wish to remove any saved games or added data, or not.

RUNNING THE GAME

With the game installed and the Martian Gothic: Unification CD in the CD-ROM drive, you can start the game by various means. If you have freshly inserted the Martian Gothic: Unification CD the game will autorun and you will be presented with a small menu of choices:

PLAY Play **MARTIAN GOTHIC: UNIFICATION**

UNINSTALL Remove **MARTIAN GOTHIC: UNIFICATION** from your machine

EXIT Quit this 'Launcher' program

DEVICE Also shown is the video card driver that **MARTIAN GOTHIC: UNIFICATION** has detected and is going to use. Alternatives are shown in the pull-down menu. Change this setting if you believe a more appropriate driver option is shown. If no device driver is displayed, please reinstall the game along with DirectX and make sure that your machine's drivers are up to date.

USE SUBTITLES **MARTIAN GOTHIC: UNIFICATION** is intended to be played without subtitles. If you wish to see subtitles, please tick this box.

If this menu does not appear (because your system is not set-up to accept 'autorun') you can start the game by double-clicking on the **MARTIAN GOTHIC: UNIFICATION** icon found on your Desktop. Alternatively, you can go to the **START** menu, then to the **PROGRAMS** option, then to the **TALONSOFT** entry and finally to **MARTIAN GOTHIC**.

QUICK REFERENCE GUIDE

You can customise the controls in **MARTIAN GOTHIC: UNIFICATION** (see 'Controls' in the OPTIONS section) but shown here are the default controls. It may be an idea to photocopy this page so you have it at the ready:

ACTION	KEYBOARD CONTROL	EIGHT BUTTON JOYPAD CONTROL
SWITCH CHARACTER	TAB	
WALK	ARROW KEYS	D-PAD
INTERACT / ACTION	ENTER	BUTTON 1
INVENTORY (PAUSE)	'I' OR F4 (This also pauses the game)	
RUN	LEFT CTRL +	BUTTON 2
COMBAT MODE (You cannot 'interact in this mode)	SPACE BAR	
KICK	SPACE BAR (unarmed) or RIGHT CTRL (When in combat mode but out of ammunition)	BUTTON 3 (You can also use this kick when in combat mode but out of ammunition)
FIRE	ENTER (When in combat mode)	BUTTON 1 (When in combat mode)
FIRE DOWN	RIGHT CTRL (When in combat mode)	DOWN AND BUTTON 1
GRAPPLE BREAK	Rapid alternate pressing of LEFT and RIGHT ARROW KEYS	Rapid 'Waggle' between LEFT and RIGHT ON THE D-PAD
SIDE LEAP	LEFT CTRL + LEFT and RIGHT ARROW KEYS, followed by removing the Arrow key in correspondence to the direction you want to leap AWAY from	
QUICK CHANGE TO KARNE	F1	
QUICK CHANGE TO KENZO	F2	
QUICK CHANGE TO MATLOCK	F3	
MOVE AROUND IN INVENTORY	ARROW KEYS	D-PAD
INTERACT WITH INVENTORY ITEMS	ENTER	BUTTON 1
TAKE A SCREENSHOT	F9	
EXIT TO MAIN MENU/OUT OF CURRENT SCREEN	ESC	

THE STORY SO FAR

11,000 BC:	A Martian meteorite crashes into the Antarctic ice
1984:	Martian meteorite labelled ALH 84001 discovered in Antarctica
1996:	NASA announces the existence of alien microfossils in meteorite ALH 84001
2009:	First manned mission to Mars. Establishment of Vita I base to investigate Martian bacterial life
AUGUST 8, 2018:	Last message from Vita I base: *"If you send a manned craft, warn the crew to stay alone. Stay alive."*

FURTHER TO THIS TRANSMISSION:	Radio silence
MEANING OF THE PANICKED MESSAGE:	Unknown
REASON FOR RADIO SILENCE:	Unknown
FATE OF VITA BASE:	Unknown

JUNE 17, 2019: A DEADLY GAME BEGINS...

A three-member investigative team lands on Mars and enters the derelict Vita I base, each going in by a different airlock, obeying the secondary mission directive; 'Stay Alone'. They are prepared, at worst, to confront the aftermath of a bacterial outbreak, but what they find inside the base is the stuff of ancient nightmares...

IF ONE DIES, ALL DIE.
BUT, IN THE END, ONLY TWO CAN SURVIVE.

YOUR MISSION BEGINS HERE

On the game's main menu showing, you will be presented with four choices:

NEW GAME
Begin a new game of **MARTIAN GOTHIC: UNIFICATION.**
LOAD GAME
Allows you to continue playing a game you have previously saved.
OPTIONS
View / Change the game's controls and set-up.
EXIT
Quit **MARTIAN GOTHIC: UNIFICATION** and return to Windows.

OPTIONS

CONTROLS
At the top of the screen are displayed the default control keys. These are also shown in the previous quick reference guide. To change a control simply move the selection pointer up and down with the Arrow keys and press 'Enter' to make your choice. Now press the key you wish to use for that function and the change will be remembered. Make sure that you do not try to use Windows function keys or select the same key for multiple controls.

SUBTITLES
MARTIAN GOTHIC: UNIFICATION is intended to be played without subtitles. Use this selection to turn subtitles on or off.

GAMMA
MARTIAN GOTHIC: UNIFICATION is intended to be played in a dimly lit room with your monitor set at a normal brightness. You can use the Gamma selection to change the display's appearance and so alter the atmosphere of the game. You may want to experiment with this when you first start to play.

SAVING / LOADING YOUR PROGRESS

SAVING
Saving your progress can only be done when in-game. You will have to explore Vita I and find the base's computer system. When you have gained access to the computer system you will find a 'Martian Mayhem' directory. Enter here and use any vacant save game slots to save your progress. If no free save slots are available you will have to move to another computer!

LOADING
To load a saved game, simply use the 'Load Saved Game' selection from the main menu.

INVENTORY SCREEN

When in-game you can press either 'I' or 'F4' to enter the inventory screen. Here you will have access to all of the objects currently carried and also to your health data. You can view the data for each of the three game characters by pressing 'Tab' to switch between them. On the left of the screen you will find displays of objects currently being examined (e.g. vac tubes, storage hatches, pockets on bodies). The Map icon on the right allows a cryptic base map to be viewed. On the right is a slot for your bioscanner display (if first found and used).

CURRENT CHARACTER'S VITAL DATA
MAP ICON
ADD-ON SLOT FOR BIOSCANNER
ADD-ON SLOT FOR FOUND CONTAINERS (VAC TUBE SHOWING)
CARRIED ITEMS DISPLAY
DESCRIPTION OF ITEM CURRENTLY HIGHLIGHTED

INVENTORY OBJECTS

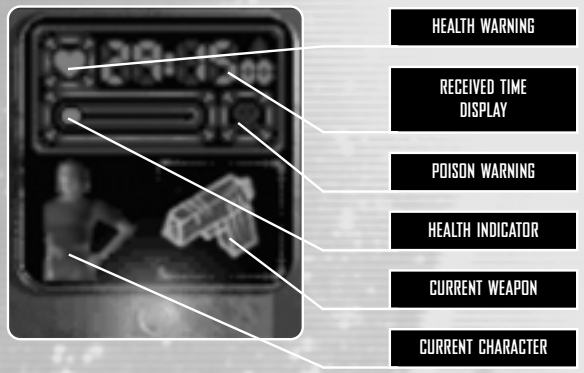
Objects collected during your exploration of the base will be displayed via your inventory. You can find out further information on the majority of items by first using the Arrow keys to highlight them and then pressing 'Enter'. A menu will appear in the top left of the screen and you will be asked what you want to do with that object:

EXAMINE: If available, this will give you a brief description of the object and perhaps a clue as to its potential use(s).

USE: This allows you to use the selected object.

PLACING OBJECTS: If you choose to 'Use' any object that contains storage space, the chosen container's contents (if any) will be displayed on the lower left-hand side of the screen. You can transfer objects to and from containers by selecting the target object, pressing 'Enter' and then using the 'place X in Y' option shown in the top left hand corner.

VITAL CHARACTER DATA



HEALTH
Uppermost on the Inventory display you will see a watch display of your character's essential statistics. At the top of the display is the time and below that is the character's energy status. This energy level will decrease if your character is attacked in any form, physical or otherwise.

POISON
To the right of the health bar is the Poison indicator. If your character is, by some means, poisoned the level of infection will be displayed here. Once the skull-and-cross-bones starts flashing you know that your character is in dire straits. If you have not taken the anti-toxin shot and have not discovered any assistance (you could really do with a doctor!), you will die.

WEAPON USE
To use a weapon shown in your inventory simply highlight it, press 'Enter' and then select 'Use'. That weapon will then show in the character's Vital Data display at the top of the screen and any ammunition loaded will also be shown. You can quickly reload a weapon by either choosing to 'Use' any collected ammunition for that weapon or by highlighting the weapon in the Vital Data display area and then pressing 'Enter'. Your character will also automatically reload when in-game as long as you have ammunition to use. Try and ensure that your character has enough ammo at their disposal and that the gun is cocked and ready for action.

MAP
Select the Map icon to help orientate yourself. Door tag colours are also shown here so you can quickly see which direction you should be heading, as well as informing you of which base doors correspond with any coloured tags displayed in your inventory, thus allowing you to open them.

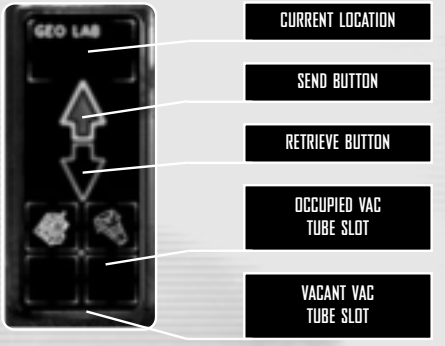
BIOSCANNER
If you find and use a Bioscanner you will be able to see a display of human brain activity in your vicinity. This display has a blip to show the relative position of any detected objects and will change colour to reflect distance as described below:

AMBER = SAFE
RED = CRITICAL

Use your Bioscanner to help achieve your mission's secondary objective **'STAY ALONE. STAY ALIVE'**. Use the Bioscanner wisely as its life, like yours, is not eternal.

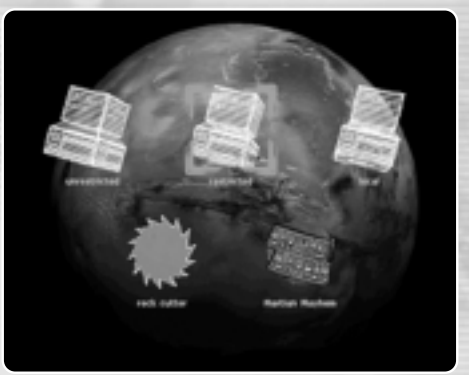
VAC TUBES

If you come across one of the base's Vac Tube terminals you can use it to send items around the base. Use a Vac Tube to access the Inventory interface, to exchange items between your three characters thus enabling them to work together as a team, and to overcome any of the mission's obstacles. You can place up to four objects in the system at any one time and then send or retrieve them by highlighting the Up (Send) or Down (Retrieve) pointing arrows and pressing 'Enter'. With more than one character positioned by a Vac Tube you can seamlessly exchange items by using the inventory-based Vac Tube controls in conjunction with the 'Tab' (switch character) key.



COMPUTER SYSTEM

Accessing any of the base computers will reveal a number of choices:



UNRESTRICTED
Information of a general nature on the Vita Project and staff research.

RESTRICTED
A password-protected area containing more sensitive information.

LOCAL
Vital audio records and storage location data are housed here. Listen to the recordings to discover the events leading up to the initiation of the Enigma Mission. Reference the local storage entries to track missing and undiscovered objects throughout the base's numerous Vac Tubes and storage points.

OTHER
An icon for any local controls will appear when at certain consoles (e.g. 'Rock Cutter' when in Geolab, as shown above). Use this to control local switches and to use local tools.

MARTIAN MAYHEM

Martian Mayhem II (there was no Martian Mayhem I) is generally regarded as the worst game in the history of videogames. Created by Bull Bellow Productions with 'experimental' music and sound by Babelophony Inc., it took almost 20 years to develop, starting in 1998 and arriving on the shelves in December 2017. Its incomprehensible plot, impossible puzzles and atrocious acting instantly launched it into cult classic status. Many of the Vita I crew idled away spare hours playing Martian Mayhem on the base computers, continuously amazed at the sheer awfulness of each succeeding level and driven by the compulsion to reach the unreachable finale.

Saving your progress can only be done when in-game. You will have to explore Vita I and find the base's computer system. When you have gained access you will find a Martian Mayhem directory. Enter here and use any vacant save game slots to save your progress. If no free save slots are available you will have to move to another computer!

MISSION INTELLIGENCE

MOOD
Mood is the base's nerve centre and a vital source of information that could help you complete your mission via 'Infomeshing', a technique linking a person's psyche with a computer system. Using a Simureal™ interface, Infomeshing with Mood will allow Kenzo to access and interrogate her knowledge banks. Kenzo is no ordinary 'Infomesher' and he's been waiting a long time to meet Mood.

WEAPONS
You're on a fact-finding mission so weapons are not standard issue. Explore the base and you will soon find the means to complete this assignment. Different weapons have varying fire rates and power so make sure the character with the biggest challenge is appropriately equipped. Avoid 'blue-on-blue' friendly-fire, your bullets can kill friends as easily as enemies.
As for the Psionara, that's a one-man weapon.

AMMUNITION
Share any found ammunition between your characters to ensure they can protect themselves at all times.
Search Non-Dead and storage areas. It may be worthwhile checking Non-Dead more than once.

TAGS
Doors can only be opened with an appropriately coloured tag. Once a door is opened by one of your team members it will remain open to all. Electronic wrist tags can be found around the base as well as on Non-Dead crew members. If you are stuck at any time during the game check that your inventory does not include any unused door tags. Use the Map to find the location of doors showing any tag colour.

ENEMIES
Keep a watchful eye on each of your characters as once shot and down the Non-Dead tend to get back up again, and again...

Learn to recognise the different enemy types and so anticipate the varying attack styles. Use the move and shoot combination to become a more difficult target.

SEARCHING
When stationary and not in combat mode, the EXAMINE icon will appear if there is an examinable object within range.
Simply press 'Enter' and a menu of options will be displayed in the top left hand corner.

TEAM WORK
If stuck, examine items with each of the team members as each character has their own individual skills and this may help reveal critical clues. Also, remember to pass objects between the three by means of the Vac Tubes or storage areas.

TROUBLESHOOTING

If you experience any technical difficulties with the game please make sure that your machine meets the minimum system specification and you have read over the release notes of the README.TXT file along with the following notes before contacting customer support:

NOTE 1: Please turn off all power management systems before playing the game as this may cause problems.

NOTE 2: A few keyboards are unable to register multiple key inputs simultaneously, thus preventing some character actions. It is therefore recommended that a joypad is used if any problems are encountered.

PROBLEM: THE GAME IS RUNNING MUCH SLOWER THAN I WAS EXPECTING

Answer 1: The game should automatically switch your display to high colour (16-bit) but, if it fails, your game will run very slowly. Make sure that your Windows display is set up to run in 16-bit colour.

Answer 2: Please ensure that you have the latest version of DirectX installed and that you have the latest Microsoft certified drivers for all your hardware.

Answer 3: Make sure that you do not have two virus scanners installed on your machine. Two virus scanners will make your machine (and Martian Gothic: Unification) run unbearably slow.

PROBLEM: TEXT ISN'T BEING DISPLAYED PROPERLY - IT COMES OUT BLACK / ILLEGIBLE

Answer: This is a video card driver problem. Please ensure you have the latest Microsoft certified drivers for your hardware.

PROBLEM: THE SOUND IS DISTORTED OR UNRELIABLE

Answer 1: If you have carried out a full install try defragmenting your hard drive(s) to ensure audio playback is as smooth as possible. Right-click on the icon for your hard drive, choose 'Properties' and then choose 'Tools'. Click on 'Defragment now' and the process will begin.

Answer 2: Martian Gothic: Unification will automatically use the best sound hardware found. This includes the hardware features of SoundBlaster Live! EAX and Aureal A3D. Please ensure you have the latest Microsoft certified drivers or, if you have a C-Media based sound card, you are in trouble as C-Media don't have drivers which work efficiently with Windows 9x. However, the 8330 model has two devices (WSS and SB16). Whichever mode you are in, try switching to the other!

PROBLEM: THE GAME WILL NOT DISPLAY

Answer 1: Try restarting your machine.

Answer 2: Try reinstalling the game.

Answer 3: Ensure that you do not have NetMeeting 3 (or any other version) running as this program prevents full screen DirectX programs from displaying.

Answer 4: Ensure that you have enough free hard disk space.

PROBLEM: WHEN I ALT-TAB TO SWITCH BETWEEN PROGRAMS, THE GAME SEEMS TO BE ADVERSELY EFFECTED.

Answer: Do not use the Alt-Tab function!

TECHNICAL SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you cannot provide the information in the check list below, then please contact your computer manufacturer's technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows:

CONTACT DETAILS

- Your name
- E-mail address, daytime telephone number or postal address
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing

SYSTEM DETAILS

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

OUR TECHNICAL SUPPORT CONTACT DETAILS:

Post: Take 2 Interactive Technical Support
Unit A, Sovereign Park
Brenda Road
Hartlepool
TS25 1NN

Telephone: +44 (0870) 1242222 / calls charged at national rate (7 days a week from 8am-10pm (GMT) excluding bank holidays)
Fax: +44 (0)1429 233677
E-mail: take2@startekeurope.com
tech.support@take2europe.com
Web Site: www.take2games.com

CREDITS

Actors:

Fenella Fielding	'Mood'
Anita Dashwood	'Matlock'
Wataru Arai	'Kenzo'
Rupert Degas	'Karne'
Julie Peasgood	'Harroway'
Patrick Pearson	'Ben Gunn'

Other Voices:
Angela Ridgeon, Patrick Marley, Toby Williams, Jennifer Chu, Michael McGann

RECORDINGS MADE AT:
Audio Interactive, Pinewood Studios
Headroom Studios, Notting Hill, London
Matinee Studios, Reading, Berkshire

CREATIVE REALITY SOFTWARE:

Programming:	Neil Dodwell
Animation:	David Dew
Script and game design:	Stephen Marley
Everything audio:	firQ
Backgrounds:	Julian Holtom
	Paul Oglesby
Poly Models and Textures:	Ian Bowden
	Chris Edwards
Concept Art:	Kev Walker
	Dave Hitchcock
Other Graphics:	Luke Vernon

TAKE 2 INTERACTIVE:

Producer:	Luke Vernon
Associate Producer:	Lee Brown
Brand Manager:	Allie West
Localisation Manager:	Frazer Nash
Group Production Manager	Jon Broadbridge
Manual Written By:	Luke Vernon
Edited By:	Simon Callaghan

TARANTULA STUDIOS (QA HQ):

Lead Tester:	Jim Thompson
Testers:	James Collins, Julian Turner, Lee Johnson, Rob Dunkin, Mark Lloyd, Tim Bates, Kit Brown, Paul Byers, Charlie Kinloch, Andy Mason, Kevin Hobson, Will Kirton, Denby Grace, Matt Hewitt, Jim Cree